HOW TO PLAY

CASINO KID™

NES-KP-USA★

SOFEL™

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FOR PLAY ON THE

Nintendo
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PRECAUTIONS

- Always make sure the computer has been switched off before inserting or removing your game pak.
- Do not abuse game pak by dropping, hitting or opening.
- Game pak should not be subjected to extreme temperatures or shock. Store at room temperature.
- Never touch the terminal pins or any of the electrical circuitry and avoid getting them wet.
- Cleaning game pak with thinner, solvent, benzene, alcohol or other agents of cleaning may be damaging.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

INTRODUCTION

You are the Casino Kid, born to gamble. Now, you are in the casino where the toughest gamblers are. Your goal is to outsmart these challenging rivals in Poker, and outwit the casino dealers in Blackjack.

When you triumph over all of these opponents, you'll finally get a chance to compete against your ultimate rival, the Casino King.

If you can beat him, *you* will become the real King of the Casino!

GAME PLAY

There are two games, Poker and Blackjack. You can start with either one, but first you must find the right opponent on the Map of the Casino.

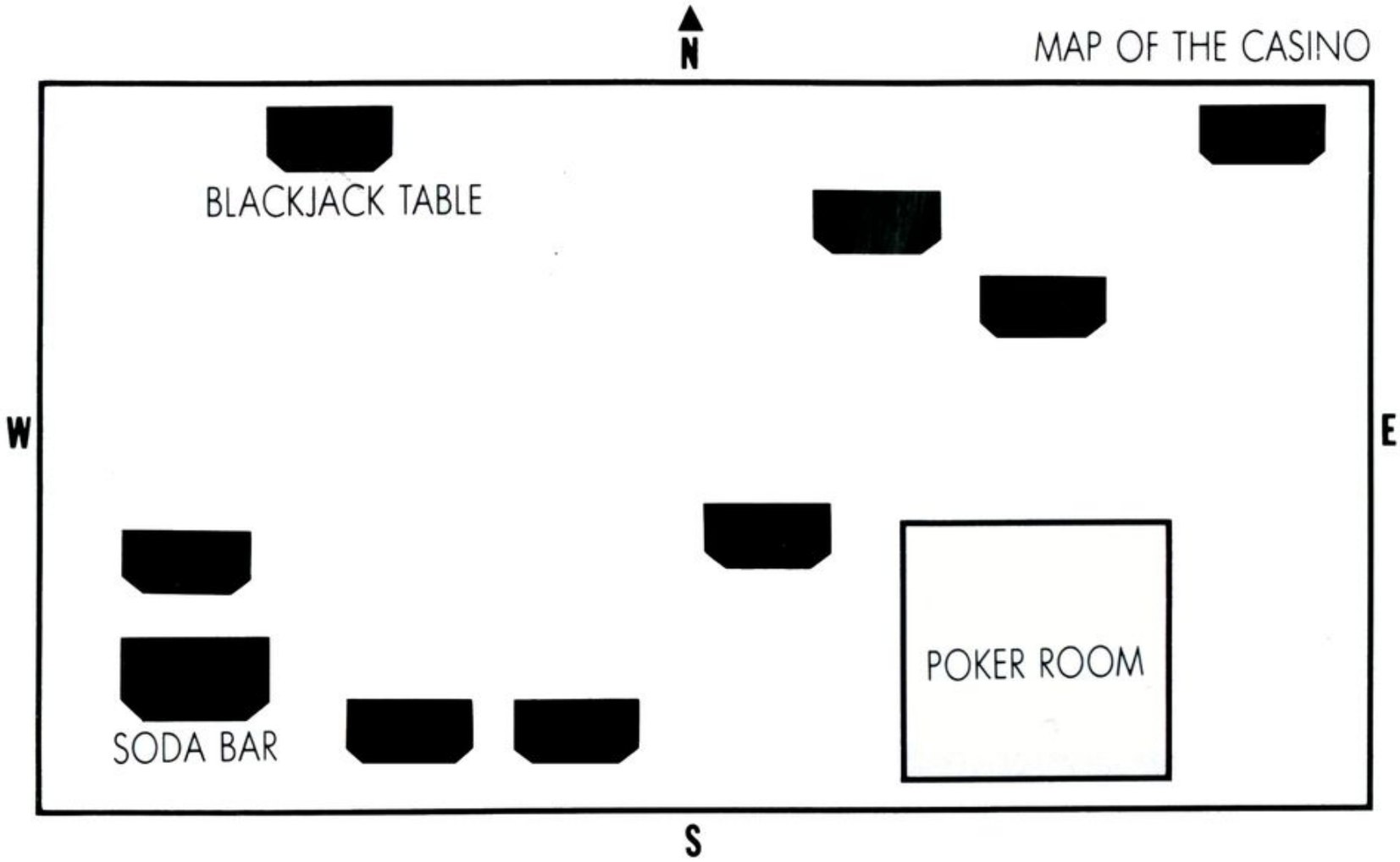
You have $500.00 to start. After beating eight Poker players and eight Blackjack dealers, you will have a total of $1-million, enabling you to challenge the Casino King at his mansion.

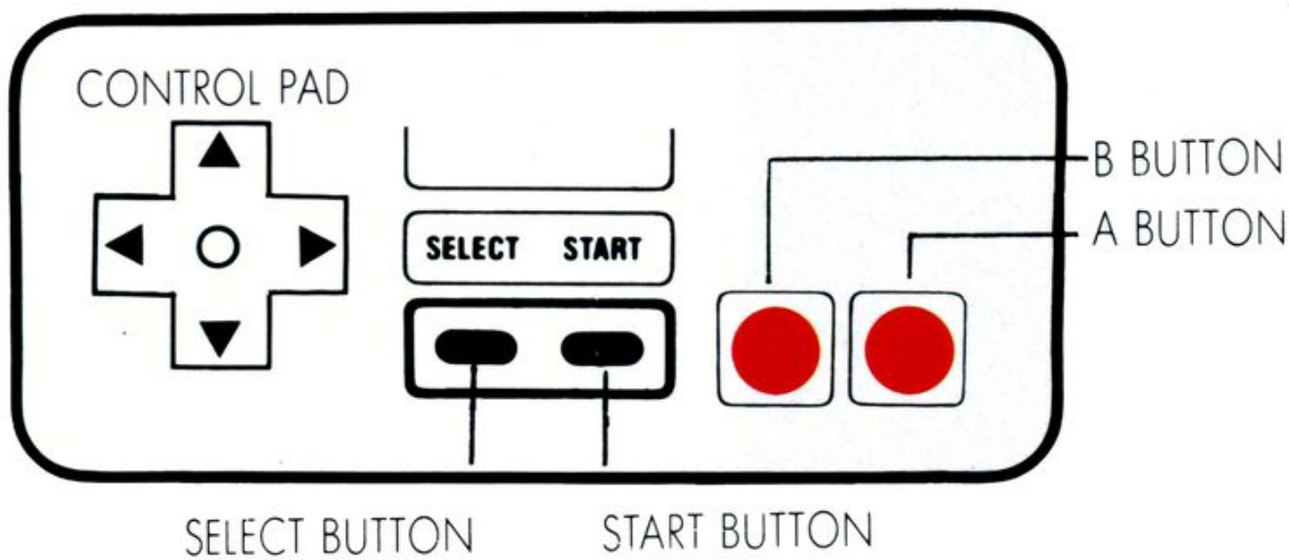
Each time you beat a Poker player or Blackjack dealer, you gain the amount of money they possess. After playing each game, you'll go back to the Map of the Casino to find your next opponent.

Each successive opponent you take on will have increasing amounts of skill and money. If you don't have a comparable amount of money, it will be more difficult for you to beat them. Alternating games can be to your advantage.

It will be useful to talk to Tourists and Bunny Girls on the Map of the Casino, as they can provide inside information on the proper order of your opponents. (Note: You may wish to take notes for later use.) Bunny Girls can offer tips on finding the right Blackjack table, and Tourists can give information on the personalities of Poker players and how to find them on the Map.

MAP OF THE CASINO





GAME OPERATIONS

Select "NEW GAME" or "SAVED GAME" using the Control pad and the Start button. If you select "SAVED GAME," enter the password*.

* When you are on the Map of the Casino, you can save your game by pressing the Select button and receiving the password. Important: Note this password in order to enter it when you choose "SAVED GAME."

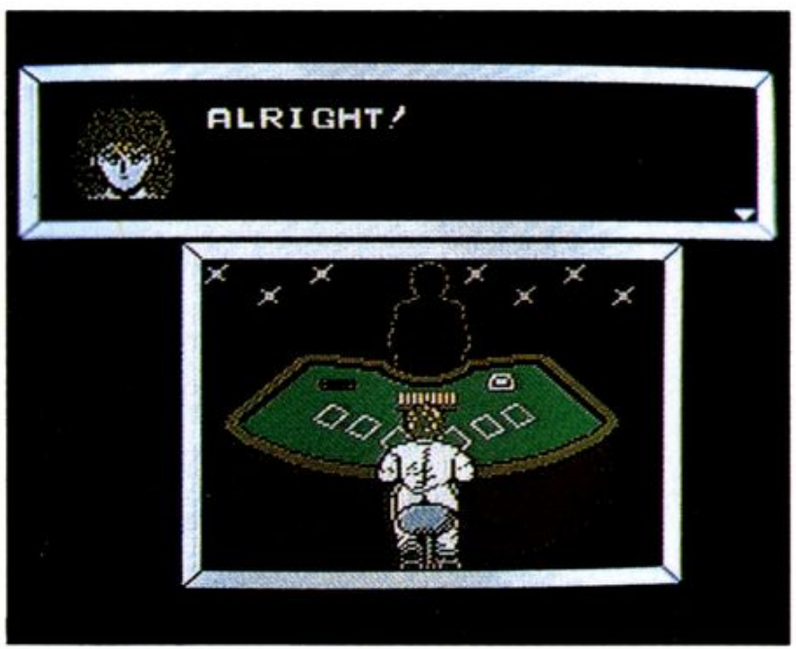
When you see the triangle mark at the end of a dialog, press the A button to continue.

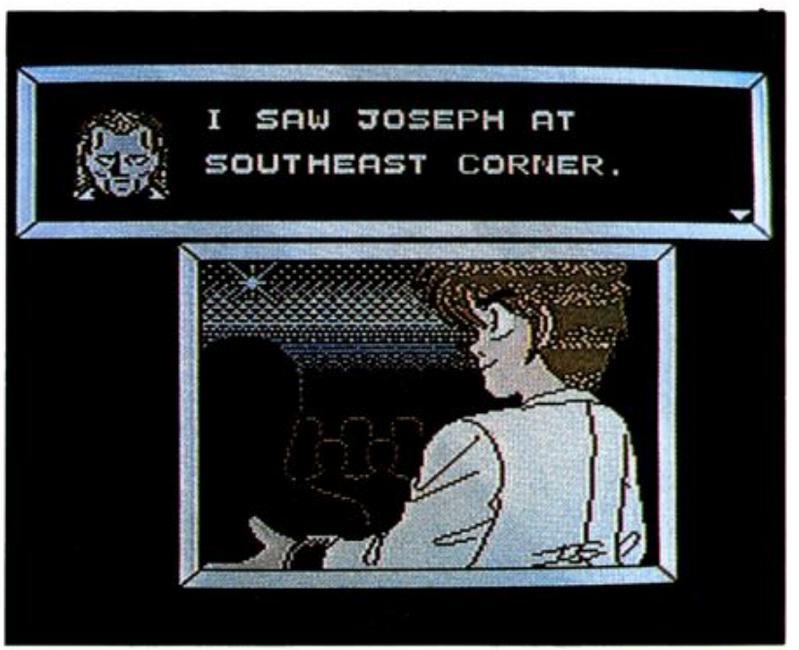
MAP OF THE CASINO

Use the control pad to move the Casino Kid on the Map. Press the A button in front of each person you want to talk to.

To start Blackjack, you must press the A button at the right dealer's table (the one who is to be your next opponent). If you press the A button at a wrong table, the dealer just bubbles. However, if he is to be the opponent after next, he will direct you to the right table.

To start Poker, you must press the A button in front of the right opponent on the Map. If you press the A button in front of a wrong person, they will bubble (same conditions as in Blackjack).

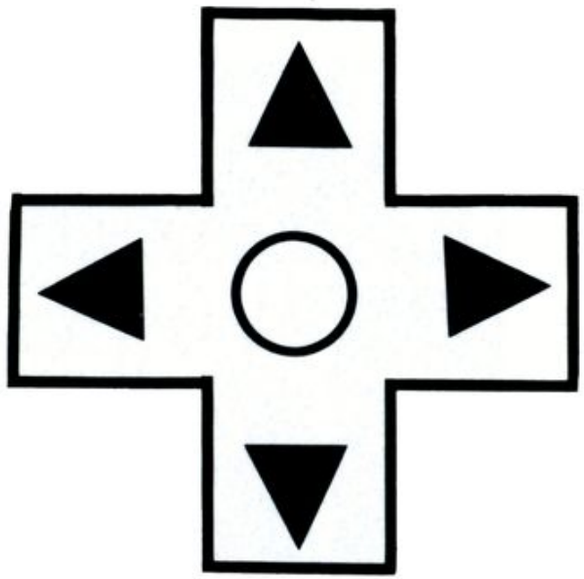




HOW TO BET

First, select an amount of chips by pressing the control pad right/left. Then, by pressing the control pad upward, you can add up the amount of chips you have. By pressing the control pad downward, you can subtract the amount.

To add the amount of the chips



To select an amount of chips

To subtract the amount of the chips

NOTES FOR POKER

If you don't want to wait until all cards are dealt, you can speed through this part by pressing the A button.

When the Poker dealer asks you which cards to hold, use the control pad and A button to specify. Then, press the B botton to let her change the cards.

If you want to fold, press the B button before you bet or raise.

If you want to quit Poker, press the Select button while "PLACE AN ANTE" dialog is displayed, and choose either "BET ALL MONEY" or "FINAL HAND." However, your opponent may not accept your offer when you want to quit!

NOTES FOR BLACKJACK

If you don't want to wait for the cards to be dealt, you can speed through this part by pressing the A button.

If you want to quit Blackjack, press the Select button while "PLEASE BET" dialog is displayed, and choose either "BET ALL MONEY" or "FINAL HAND." However, your opponent may not accept your offer when you want to quit.

GENERAL CARD RULES

POKER

There are several different kinds of Poker such as 7-Card-Stud, Hold-'Em and Draw Poker. In CASINO KID, Draw Poker is played by the most common rules.

TERMS

Ante: A small opening wager required from each player before cards are dealt

Bet: To make a wager by putting chips in the pot

Pot: The total accumulation of bets and antes

Call: To match the bet of another player. Also known as "See the bet."

Raise: To increase the amount of the bet.
One bet and three raises are allowed per round.

Fold: To give up the hand

PLAY

The object of Poker is to win the money in the pot.

In CASINO KID, there are two players, you and your opponent on the screen. Therefore, the following are the rules for a two-player game:

Each player is dealt five face-down cards one at a time after placing antes. The first round of betting begins at this point. If you are the opener of the round, you have two choices; Bet or Fold. If you fold, the money in the pot will be taken by the opponent. If you place a bet, the opponent will have three choices; See the Bet, Raise or Fold. If he raises, you will have the same three choices. Both of you can keep raising up to three times per round.

When the bets are matched, you get a chance to change your hands. After both of you change your hands, you start betting again, and the same conditions apply, as above.

When one of you Calls the Bet, bets will be matched and hands compared. The one with the highest hand wins the pot.

The following are Poker hands ranked in descending order, from the highest to lowest:

Royal Flush

The highest possible straight flush, the 10, J, Q, K, A of the same suit

Straight Flush

Five consecutive cards all in the same suit

Four-of-a-Kind

Four cards of the same value

Full House

A combination of three-of-a-kind and a pair

- In the case where two players are dealt a Full House, the player with the highest denomination of three-of-a-kind wins.

Flush

Any five cards of the same suit, regardless of value

Straight

Any five consecutive cards, regardless of suit

Three-of-a-Kind

Three cards of the same value

Two Pair

Two groups of two cards of the same value

One Pair

Any two cards of the same value

High Card

At the end of all betting, if there is not a hand with any of the above combinations, the player who has the highest value card wins.

BLACKJACK

The object of Blackjack is to have the total point value of the cards dealt to you exceed the point value of the dealer's hand without going over 21. If you go over 21 or "bust," your hand breaks and you automatically lose even if the dealer subsequently busts. Each card takes the numerical value of the card except for Kings, Queens and Jacks which count as 10. The Ace counts either as 1 or 11, whichever you choose.

The dealer starts the game by dealing one card to you face up and one card to him/herself face up. The dealer then deals a second card to you face up but deals his/her second card face down. If you feel you need additional cards to beat the dealer, "hit" until you are satisfied with your hand and decide to "stand." The dealer must draw a card on any point total of 16 or less and stand on any point total of 17 or more. If a dealer's point count exceeds 21, he busts and you win. Otherwise, the dealer compares his/her hand to your point total and takes your bet if yours is less. When your point total is the same as the dealer's, the game is a "push" and the dealer leaves your wager. All winning bets are paid one to one except a Blackjack (see below).

Blackjack

If your initial two cards total 21, any Ace with a 10, J, Q, or K, you have a Blackjack. A winning Blackjack is paid 3 to 2 in CASINO KID.

Splitting Pairs

If your first two cards have the same numerical value, you may split them into two hands. The bet on the second hand must equal the original bet. Only after the first hand is played and completed may you play on the second hand. If the split pair are Aces, you are limited to a one card draw on each hand. If the Dealer gets a Blackjack, you lose the money wagered on the origianl bet only.

Double Down

After receiving your first two cards, or the first two cards of any split pair (except Blackjack), in CASINO KID, you may elect to increase your wager in the amount of your original bet. When doubling down, you are allowed to draw only one additional card. If the dealer gets a Blackjack, she collects only the amount of the original wager.

Insurance

If the dealer's face-up card is an Ace, you may elect to take insurance after the initial deal. The insurance bet is a wager that the dealer has a Blackjack. In other words, you are betting the dealer's face-down card will be a 10, J, Q or K. In CASINO KID, you may bet one half of your original bet. Insurance bets pay 2 to 1 if the dealer has a Blackjack, but lose in all other instances.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Park 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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SOFEL CORPORATION • 1341 OCEAN AVENUE, BOX 183 • SANTA MONICA, CA 90401 • PHONE: (213) 458-3957
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SOFEL CORPORATION
1341 OCEAN AVENUE
BOX 183
SANTA MONICA, CA 90401
PHONE: (213) 458-3957

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